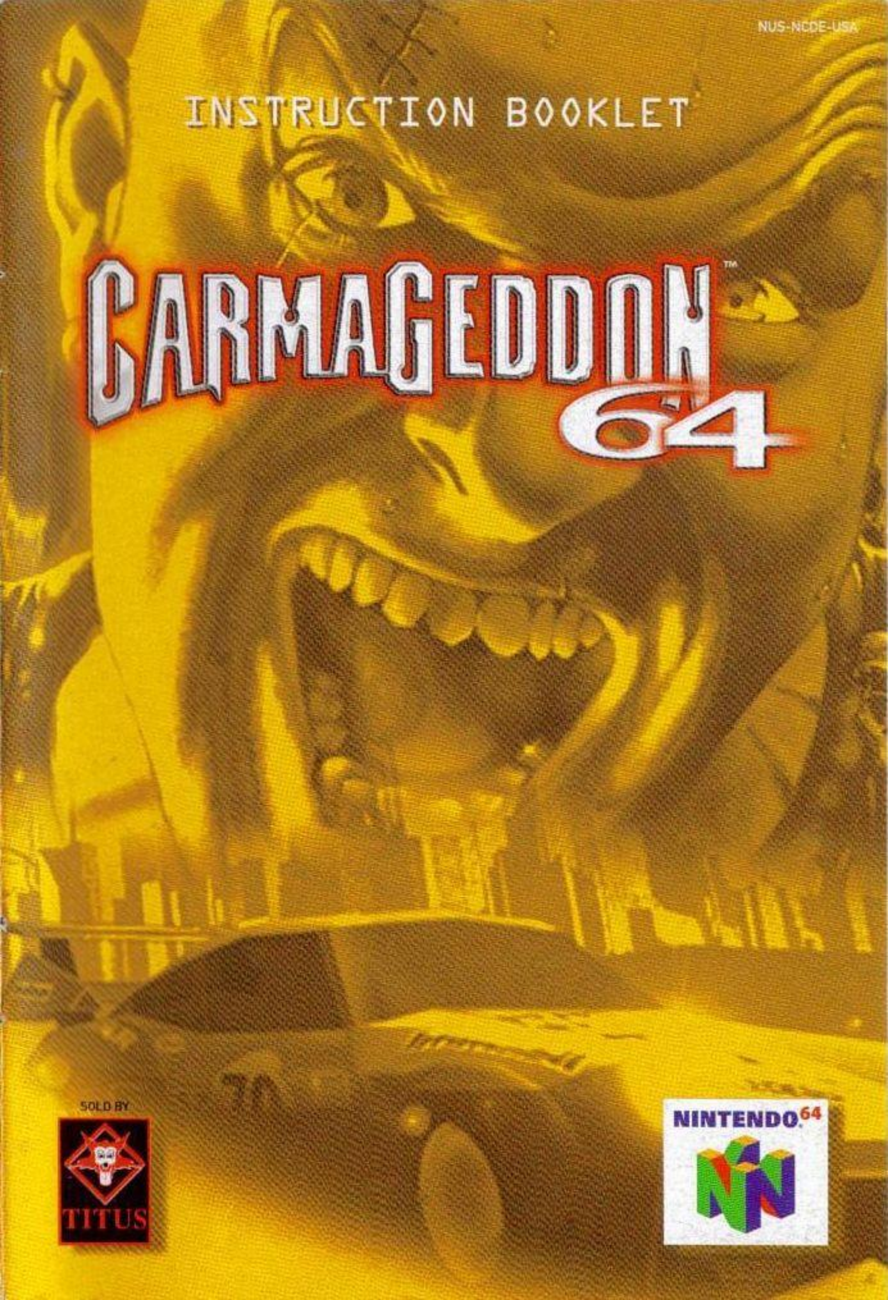
NUS-NCDE-USA

INSTRUCTION BOOKLET

CARMAGEDDON™ 64



SOLD BY

TITUS

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

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THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Official Nintendo Seal of Quality

MATURE
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CONTENT RATED BY ESRB

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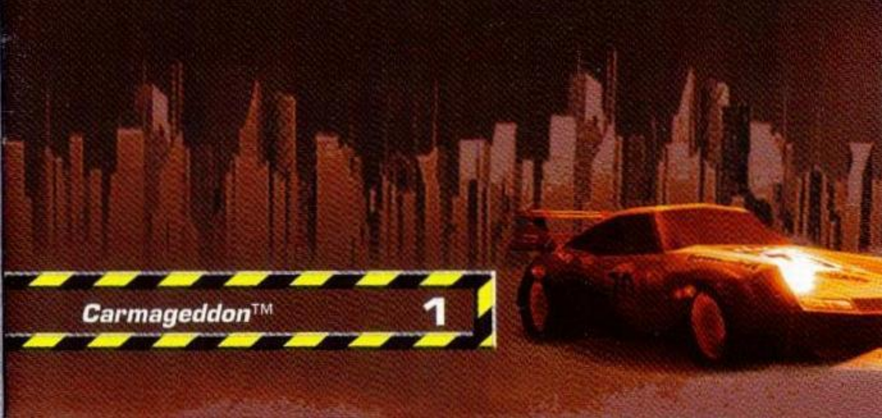
MATURE (17+)

Animated Violence
Animated Blood and Gore

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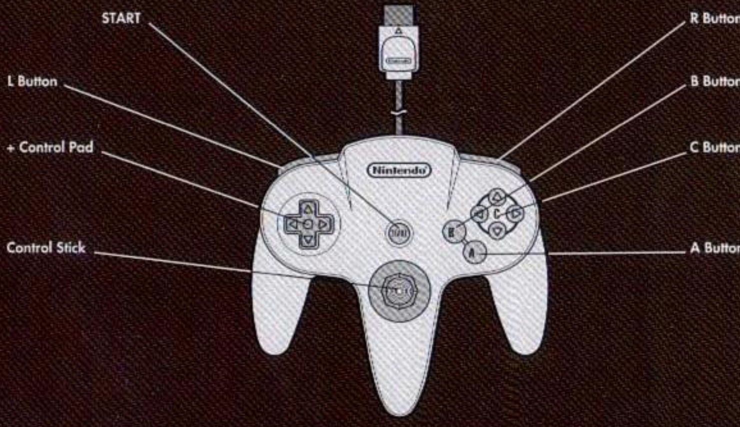
Nintendo®

Contents

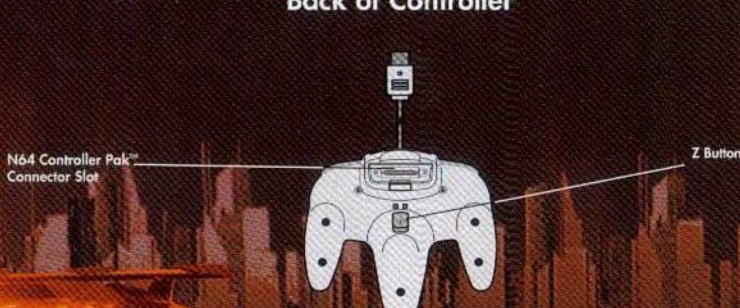


Operating the Game Controller

N64 Controller™



Back of Controller

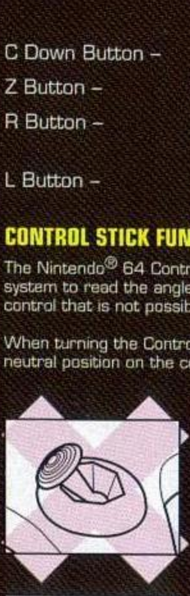


Start –	Pause/unpause/ menu
Control Stick –	Steering
A Button –	Accelerate
B Button –	Brake/Reverse
C Up Button –	Use pickup
C Right Button –	Cycle through collected/stored pickups
C Left Button –	Cycle through camera view/reverse camera view when backing up.
C Down Button –	Wheelspin
Z Button –	Handbrake
R Button –	Repair – Hold down to slow repair. Double press to Full Repair
L Button –	Recover

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



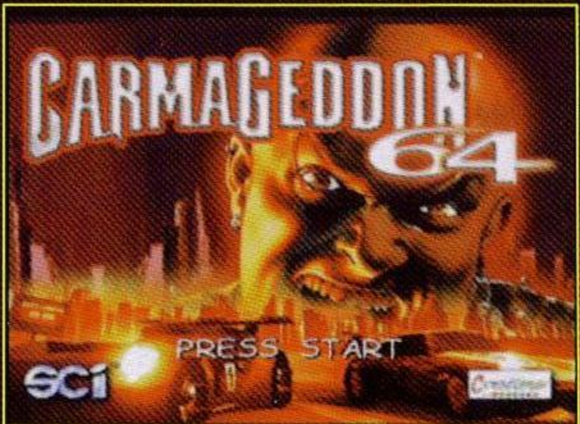
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Starting the Game

Insert the Game Pak into the NINTENDO 64 (Make sure it is properly inserted) and then turn the Control Deck power ON.

Do not touch the Control Stick when turning the Control Deck Power ON. When the Title screen appears, press START or the A Button and the Game Mode Selection Screen will be displayed.



NOTE: Various selection screens will be displayed throughout the game. Use the START or A Button to make selections on the screen. To cancel a Selection and return to the previous screen press the B Button.

Select which game type you wish to play.



CARMAGEDDON

Race through a series of races and missions to win the Ultimate Prize!

QUICK START

Drops you right into a game with a default car and track.

HEAD TO HEAD

Play in three different multiplayer game types against your friend.

PRACTICE

Don't know how to play Carmageddon? Well come here and let me show you.



Game Modes

CARMAGEDDON

You must complete a series of 40 races and missions against 21 other vehicles. The rules of Carmageddon are very simple: To win a race you can either:

1. Go round the track and pass through each checkpoint in order. (Boring!)

2. Waste all the other opponents (Leaving you the only player on the track and as such you MUST be the winner!)

3. Splat all the zombies on the level. (Great fun – but some of those pesky zombies are hidden away!)

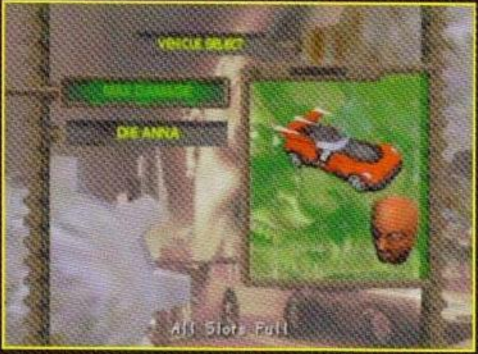
You MUST complete a race with a positive amount of cash or the race will be deemed uncompleted.

Other than that there are no rules to Carmageddon. Go out there and do whatever you like. Break away from those shackles that society places around your ankles and go Kick some butt.



SELECT DRIVER

When you first start Carmageddon you will be able to choose between Max Damage or Die Anna.



SELECT RACE

Once you have selected your vehicle the Race Select screen will appear. Initially you can select Race 1, 2 or 3. Once you have completed all the races Mission 1 will appear. Complete Mission 1 and you will be taken to the next group.

WRECKS GALLERY

When you have finished a race you own the wrecks of any cars you have wasted during the race. These Wrecks can be repaired, scrapped or sold for hard cash. If you already have 6 cars in your garage then you will not be able to repair any wrecks until you have sold one of the other cars in the garage.



Quick Start

The quickest way to play Carmageddon 64! Choosing this option will automatically select the Eagle and select the next uncompleted race for you. Nice and easy, one button press and you are racing.

Head-To-Head

Want a bit of revenge? Challenge your friend to compete Head-to-Head. There are 3 different types of multiplayer games in Carmageddon 64.

Driven To Destruction

Be the first to destroy your human opponent – but don't get killed yourself!

Eliminator

Win this by being the first to splat 50 zombies.

Checkpoint Stampede

Race through every checkpoint in the level in any order. The first player to achieve this wins the race.



Screen Display



HUD

1. Speedo

2. Lap Counter The number or laps completed and how many remaining.

3. Damage Indicator Shows how much damage has been done to your vehicle.

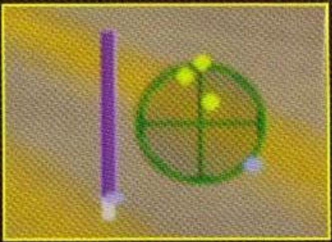
4. Gear Indicator

5. Checkpoint Counter
The number of checkpoints passed through, in the current lap and the number remaining.

6. Wasted Counter Number of vehicles left to waste

7. Zombie Counter Number of zombies that are on the level and how many left to splat.

Radar



This is a very important part of the HUD. It shows you the location of all the other Vehicles in the race and also the location of the next checkpoint. The yellow dots are other vehicles and the blue dot is the next checkpoint. The center of the radar directly corresponds to the center of your vehicle. When you see a dot (of whatever color) inside the circle that means it is within the viewing distance of the vehicle you are driving. If the dot is on the outside of the circle it means the vehicle is no longer in viewing distance.

Powerups

Instant Powerups

These are powerups that's are used instantly and automatically (bouncy bouncy)

Usable powerups

These are powerups that you can select and use manually (mine dropping ability)



Options



Music Volume

Adjust the Music Volume

Sound Volume

Adjust the SFX volume

Music Test

Check the volume levels and listen to the different music tracks.

Sound Test

Check the volume levels and listen to the different sound effects.

Controller Config

Adjust the controller configuration

Controller Pak

Save, load games and file manipulation.



Credits

SCi Credits

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QA Manager
Marc Titheridge

QA Lead
Matt Friday

QA Team
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David Isherwood
Ben Mason

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Bob Plested

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Allan Findlay

Physics Engine Programming
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Nick Watson
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Lisa Hawker

Traffic Manager
Sherry LaVertu

Manual Layout and Design
Tracie D. Martin

Special Thanks To:

Admin support, Production, Finance, Sales & Marketing
Katy, Keith, Sam, George, Dave, Jacy, Nicky, Trish, Ray, Nicole, Rob, Bill and Jane

Original Game concept and Original Artwork
Stainless Software



TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

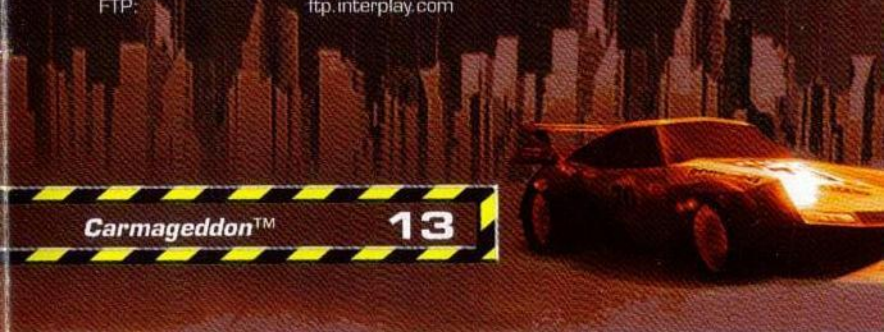
- Title of Game
- Platform
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820
Interplay Entertainment Corp. Technical Support:
16815 Von Karman Avenue
Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL:	support@interplay.com
WORLD WIDE WEB:	www.interplay.com
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CHECK OUT THE WEBSITE



Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
C.E.O.

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This site features our demos, upgrades, product information and ordering information.

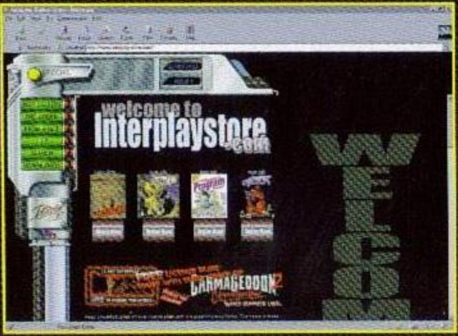
How to get there

From your Internet account, point your favorite browser to: www.interplay.com

This website is not intended for technical support, but to offer new machines and the latest product information. For technical support, please contact Interplay as described in the Customer Support section.

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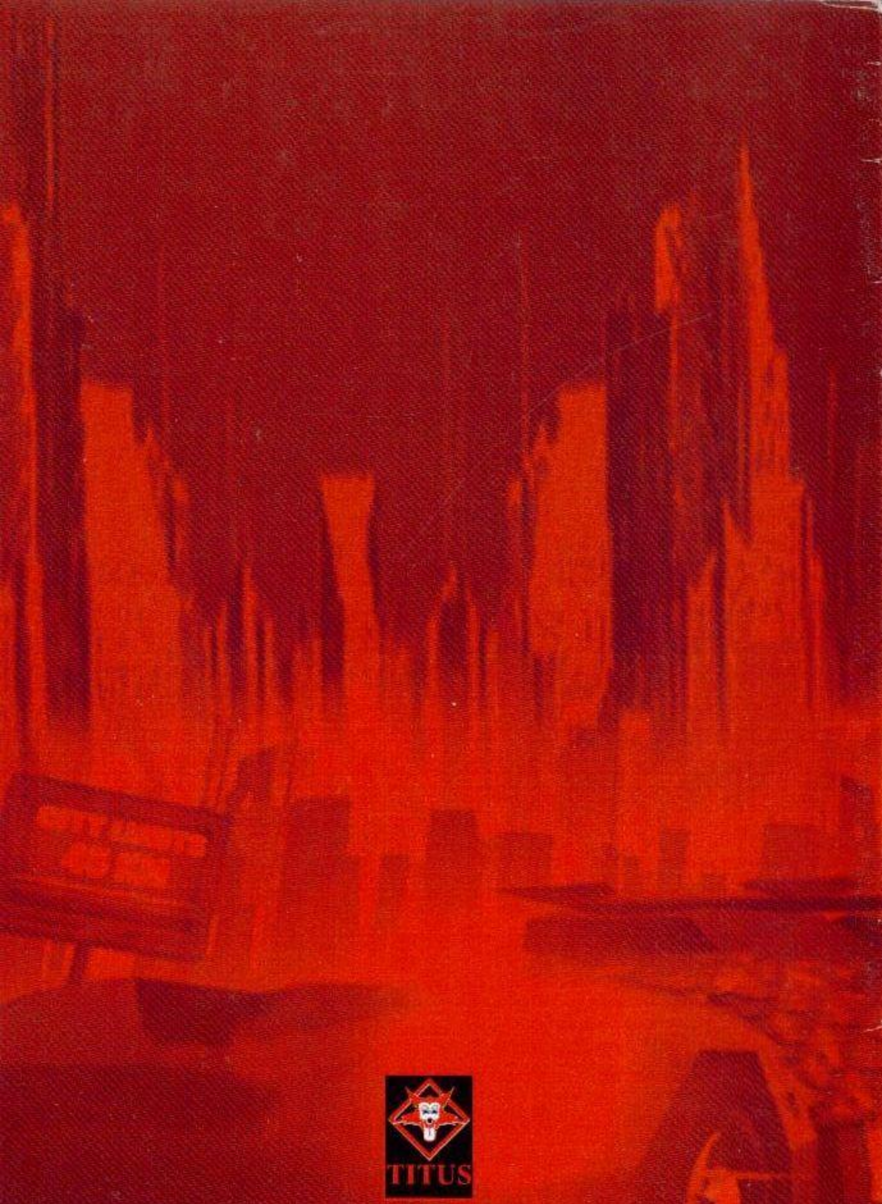
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If the cartridge should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for $15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective cartridge in protective packaging accompanied by: (1) a $15.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (949) 553-6678. If your cartridge is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective cartridge only (not the box) with a description of the problem and $15.00 to:

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